

All-New Format!

THE BLACK CAULDRON™

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

**HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED**

THE PERFECT GAME ACCESSORY



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THE BLACK CAULDRON™

HINT BOOK



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Introduction

Welcome to the world of *The Black Cauldron*!

I hope you are having as much fun playing it as all of us had creating it. As the game's head designer and programmer, you would think I'd know everything there is to know about *The Black Cauldron*. However, this game can be played in so many different ways, I'm sure players will be discovering new solutions to its puzzles for quite some time. I've tried to make this book all inclusive, but if you discover a different question, feel free to contact Sierra at (209) 683-8989.

How to use a hint book

The whole point of playing *The Black Cauldron* is to discover the puzzles and then solve them. However, this might be the first adventure game you've ever played, or, we may have made some puzzles so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book. When you get stumped, just look for the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

How NOT to use a hint book

Do *not* indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real; along with the legitimate questions, there are many fakes. Just because I mention a snake in a question near one that you're reading doesn't mean that snakes are important in this game, or even that you'll find a snake anywhere in the game.

If you've finished *The Black Cauldron*

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning, and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After The End of the Game." But, be very cautious using that section. It will ruin the game if you use it too soon!

If you enjoyed this game, be sure to play the other animated adventure games from Sierra: *King's Quest*, *King's Quest II: Romancing the Throne*, *King's Quest III: to Heir is Human* and *Space Quest*. They are similar to *The Black Cauldron*, but more advanced. Good luck in your adventuring, and here's hoping you enjoy *The Black Cauldron*!

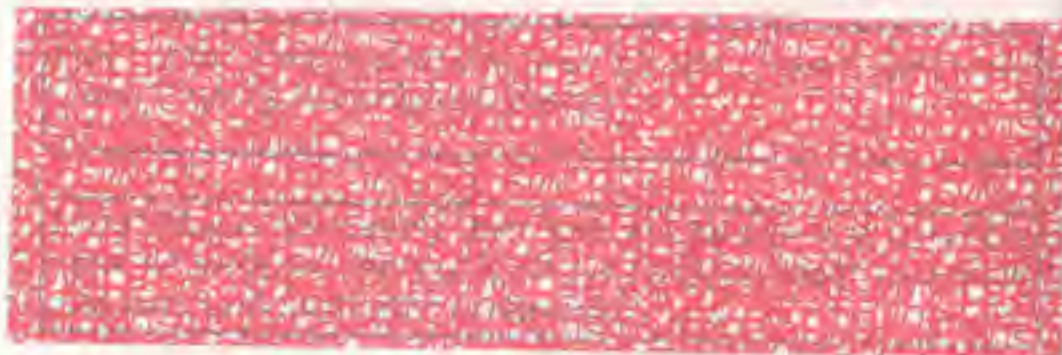
Al Lowe

General Questions

All I do is wander around! There must be more to (adventure game) life than this?!



No matter what I type, all I get is "I don't understand that."



I answered the phone and when I hung up, Taran had died from lack of water!



This game is too fast! This game is too slow!



I've found some objects, now how do I use them?



Look at everything. Perhaps you'll get a hint. (Click each of the upper joystick buttons, or press *Up*.) (See your reference card for the specific key on your computer.)

Enter Dillion's house (the house in the first screen).

Talk to Dillion.

"Do Something," heads him. (Click the upper joystick buttons, or the *Do* key. See your reference card.) Dillion will tell you how to get started.

Don't type. This is no typing test; it's an "Action Adventure Game." Typing is totally unnecessary.

I lied! This is not entirely true. You will have to type to save a game in progress. But that's all the typing needed! (See your reference card for further explanation.)

Never follow the player when playing computer games.

Press the *Pause* key to pause the game. *The Dark Castle* is played at "real time," so don't pause it.

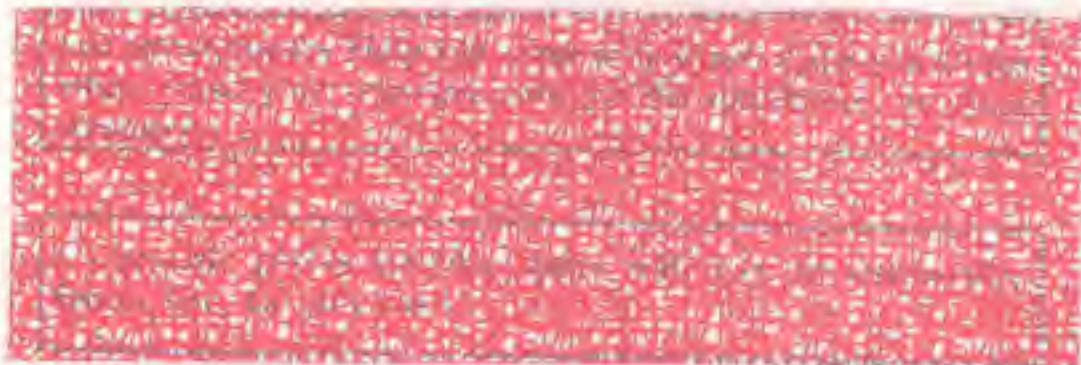
On some systems you can type "jump," "run," or "go," in thought speech. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

See your reference card for information on how to "use" an object in your possession.

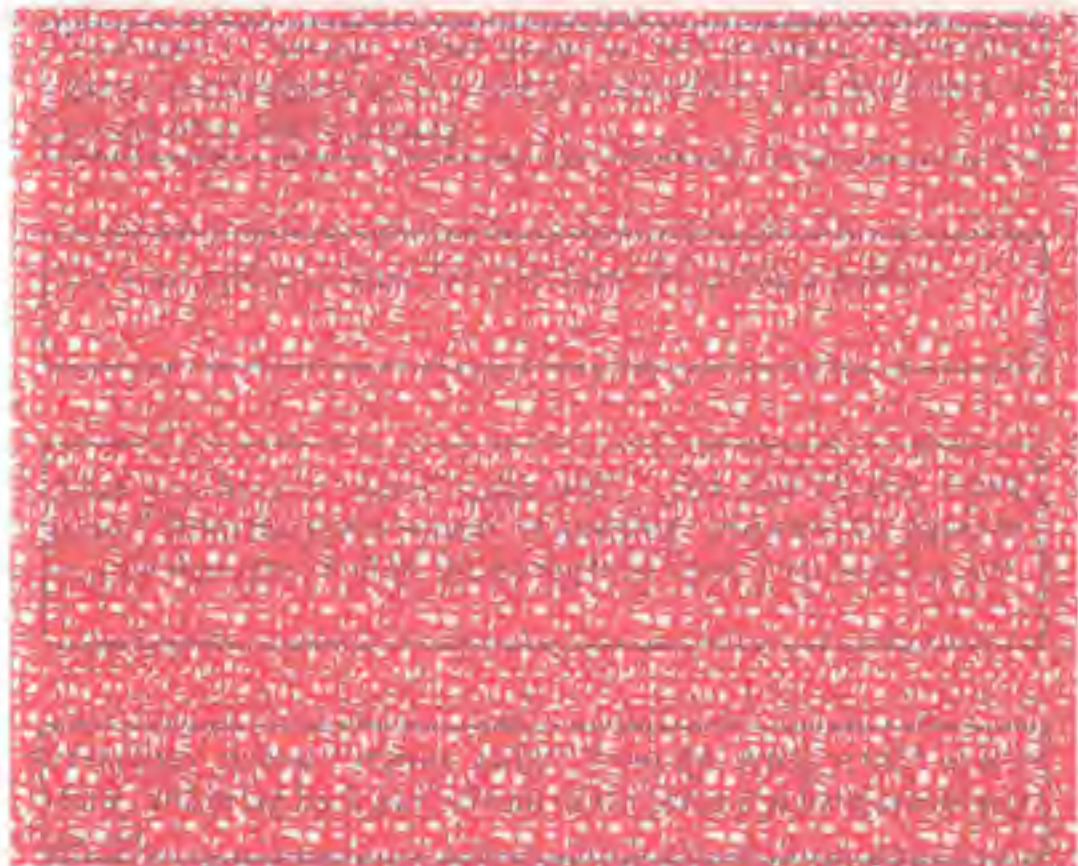
How do I "see" what these objects look like?



I can't remember all those keys!



I keep "failing in my quest" and have to start all over again from the beginning of the game? What am I doing wrong?



Follow the instructions above for "Using" an object, but instead of pressing Do or Use to return to the game, press Load (while clicking the upper button, or see your reference card for the specific key on your computer). This will NOT make that object the "currently active" one.

Just remember the Help key - pressing it will show you all the others. (See your reference card for the specific key on your computer.)

It's possible to play the entire game with only the arrows plus Status, Use, Do, and Load.

You aren't "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to restart from the beginning.

See your reference card for directions on saving a game.

After you have a "saved game disk," you may choose "save game" from the status screen, at any time, and save the game in exactly that spot. Follow the prompts to name your saved game.

You may choose "restore game" from the status screen at any time, and bring back any version of the game you have previously saved.

Around Caer Dallben

How do I do what Dallben told me to do?

Handwriting practice area for the question "How do I do what Dallben told me to do?". The area contains ten horizontal lines for writing, with a red dotted pattern background.

Why does the goat keep butting me?

Handwriting practice area for the question "Why does the goat keep butting me?". The area contains ten horizontal lines for writing, with a red dotted pattern background.

Once I start the goat flying, how do I land?

Handwriting practice area for the question "Once I start the goat flying, how do I land?". The area contains ten horizontal lines for writing, with a red dotted pattern background.

Handwriting practice area for the question "How do I do what Dallben told me to do?". The area contains ten horizontal lines for writing, with a red dotted pattern background.

Why is there a footbridge, when I can walk right through the water?

Handwriting practice area for the question "Why is there a footbridge, when I can walk right through the water?". The area contains ten horizontal lines for writing, with a red dotted pattern background.

Look for food around Cael Dallben.

Use the pot of gold hanging over the fireplace. Or

Use the dried corn in the basket behind Dallben's house

He wants to play Mg.

I thought it was a time animation sequence

In other words, — no reason!

Congratulations! You fell for the first phony question!

Why are you reading this? There is no possible way to make the gold fly!

This just proves that even *lots* of hints don't validate a fake question.

This just proves that even *long* hints don't validate a fake question. From now on, you must promise me not to read hints indiscriminately like this. Even a big hint like this one could well be a phony. Even a seemingly logical question may be wrong. Now raise your hand and repeat after me: I will not look at hints to questions I don't...

To keep your feet dry.

To help Hen Wen cross the water.

Perhaps there's more to the bridge than meets the eye.

There is a magic food wallet hidden under the bridge. You can only see it if you're standing in the water on the east side of the bridge. With the magic food wallet, you'll never go hungry again!

What do I do with Gurgi?

Handwriting practice lines for the text: What do I do with Gurgi?

How do I fix the gate to Hen Wen's pen?

Handwriting practice lines for the text: How do I fix the gate to Hen Wen's pen?

I keep losing Hen Wen. How do I keep her with me?

Handwriting practice lines for the text: I keep losing Hen Wen. How do I keep her with me?

The gwythaint caught Hen Wen; now what?

Handwriting practice lines for the text: The gwythaint caught Hen Wen; now what?

You could be friendly.

Do what he asks.

Give him some food.

He likes apples and cookies the best.

Gurgi won't appear if Hen Wen is with you.

You might use a hammer and some nails.

There is no hammer, and no nails in this game.

In short, you can't.

If you have the pig leash, go to * below.

Don't swim. Pigs don't like water.

Go around the water by leading Hen across the footbridge.

Don't change screens while Hen is far away from you.

Why are you reading this? There's no pig leash in this game!

Don't despair, just make your way to the Horned King's castle and rescue her.

See "Inside the Horned King's castle," and "On the Ground Floor."

The Hidden Cottage is appropriately named; it's certainly hidden from me!

1. What is the main purpose of the document?
 The main purpose of the document is to provide a detailed account of the events surrounding the discovery of the lost treasure.

2. What are the key findings or conclusions?
 The key findings are that the treasure was discovered in a hidden location, and the discovery was made by a team of explorers.

3. What are the implications of the findings?
 The implications of the findings are that the treasure is a valuable historical artifact, and its discovery provides insight into the lives of the people who lived in the area.

4. What are the next steps or recommendations?
 The next steps are to conduct further research into the treasure's history and to preserve the site for future generations.

5. What are the sources of information?
 The sources of information are the historical records, the explorers' journals, and the archaeological findings.

Morva Marsh

How do I get across the marsh?

1. Introduction and Background of the Project

2. Objectives and Scope of the Project

3. Methodology and Approach of the Project

4. Results and Conclusions of the Project

5. References and Appendices of the Project

6. Summary and Final Remarks of the Project

7. Conclusion and Final Remarks of the Project

8. References and Appendices of the Project

9. Summary and Final Remarks of the Project

10. Conclusion and Final Remarks of the Project

What do I do with the Fair Folk flying dust?

1. What is the purpose of the study?
 2. What are the research questions or hypotheses?
 3. What is the study design?
 4. What are the variables?
 5. What are the results?
 6. What are the conclusions?
 7. What are the limitations?
 8. What are the implications?
 9. What are the strengths?
 10. What are the weaknesses?
 11. What are the contributions?
 12. What are the future directions?
 13. What are the ethical considerations?
 14. What are the funding sources?
 15. What are the conflicts of interest?
 16. What are the acknowledgments?
 17. What are the references?
 18. What are the appendices?
 19. What are the tables?
 20. What are the figures?
 21. What are the footnotes?
 22. What are the endnotes?
 23. What are the glossary?
 24. What are the abbreviations?
 25. What are the acronyms?
 26. What are the symbols?
 27. What are the units?
 28. What are the scales?
 29. What are the measures?
 30. What are the methods?
 31. What are the procedures?
 32. What are the protocols?
 33. What are the standards?
 34. What are the guidelines?
 35. What are the best practices?
 36. What are the state-of-the-art?
 37. What are the cutting-edge?
 38. What are the frontiers?
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 98. What are the frontiers?
 99. What are the frontiers?
 100. What are the frontiers?

You'd better *start* beating around the bush.

Look behind some bushes.

Go south from Hen Wen's pen. Since Hen Wen doesn't like water, use the footbridge.

Go south again, then west, then west again to the Bush Maze. The Hidden Cottage is behind the bushes. To get through the Bush Maze:

Go behind the rocks, then behind the bush just behind and east of the rocks.

Walk to the east end of the bush and head north until your feet are touching the large blueish bush.

Then go west toward the center of the screen.

There are two hints. Hint #2 starts at *, below.

Notice that there are stones and rocks in the marsh.

Some of them are equidistant.

Use the Do key to jump from rock to rock.

If you land in the quicksand, next time face a different direction before you jump.

If you have the Fair Folk flying dust, use it anywhere in the Marsh. You can then fly at will, all over the Marsh.

Fly.

Across Morva Marsh.

Do I have to jump in the cauldron to win the game.

How do I deal with the witches?

How do I deal with the witches?

The Land of the Fair Folk

Where is the Land of the Fair Folk?

How can I enter the Land of the Fair Folk?

To see the witches.

No.

Wait, and someone will steal the cauldron.

Look for the cauldron in the Horned King's secret chamber.

You may be able to get someone else to jump in it.

What do I do with the extra fairy dust?

You may need to make more than one round trip.

They are very interested in Magical Things.

The witches will spare your life if you give them the Magic Mirror.

You must give the witches something quite precious in order to get the Black Cauldron.

If you give the witches your Magic Sword, they will give you the Black Cauldron.

South of Caer Dallben.

Underground.

They live under the lake with the large waterfall.

There are two ways to enter. If you have not gotten Hen Wen to safety yet, skip to * on the next page.



King Eiddleg keeps sending me away!



Getting to the Horned King's castle

How do I climb the rock pile?



If you have the Magic word, skip to ★ below.

If Hen Wen is safe:

Pig tracks will appear beside the lake.

Stand beside the lake on the pig tracks, facing the lake.

Press Do to jump; if you stood on the correct spot, you'll land on a rock.

Keep jumping from rock to rock, until you're on the large rock in the center of the lake.

Notice the large rock beside the waterfall

Stand near the rock and Use the Magic Word.

You can't find the Fair Folk until Hen Wen is safe.

Consider what Fair Folk would appreciate.

They enjoy music.

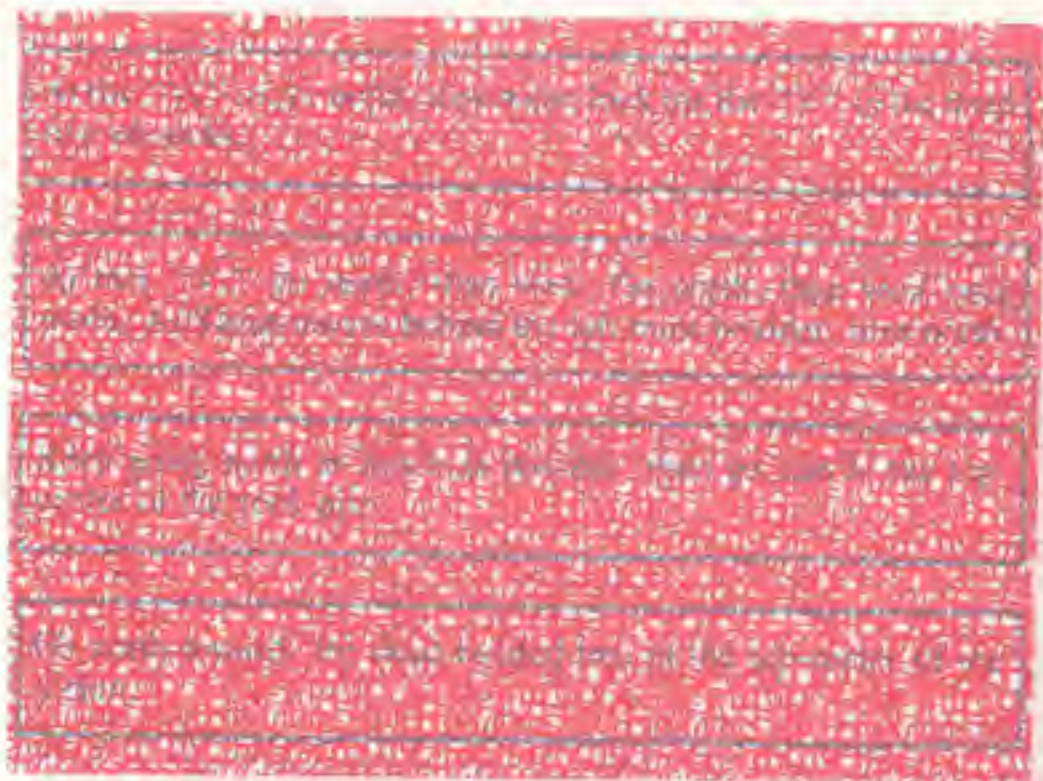
Offer him the Lute or the Harp.

They are too smooth to climb. Look for a path to walk up

To find the path:

Go behind the pile of boulders on the lower right edge of the screen

Move almost to the right edge of the screen; look for the "V" in the next row of rocks to the north. Taran will be completely behind a rock.



How can I get Hen Wen to go with me up the rocks?



How do I get around the solid granite cliff?



I keep falling off here!



Why doesn't my flying dust work right?



At the "V," move north, then west; look for the "V" in the third row of rocks.

At that "V," go north, then west. Go north, then west once more. As Taran moves behind the left most boulder, turn north.

Keep going north as much as possible, then go east to the top-center of the rock pile.

Go north towards the dead twisted tree in the top-center of the screen.

You can't.

There must be another way to get her to safety.

Anyway, why would you take Hen Wen toward the Horned King's castle?

You can't get *around* it.

There is a tree far above you.

Dallben told you something might be useful.

Use the rope.

To negotiate the rope, use the corners of your joystick, or the diagonal movement keys. (See your reference card for the specific keys on your computer.)

It only works in certain places. This must not be the place.

Try Morva Marsh.

I've reached the end of my rope! Now what?



How can I untie the rope from the tree?



I'm climbing the (sheer rock) walls. But not very well!

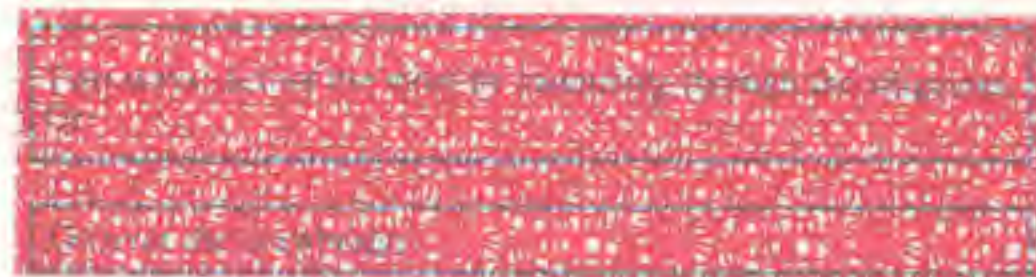


I'm having trouble negotiating the bridges leading to the Horned King's castle.



Around the Horned King's castle

How can I enter the castle?



You should be at the top of the vertical rock wall. It is possible to walk on the ledges, and climb the vertical surfaces.

Climb the vertical surfaces by simply moving onto them.

Get off the walls just by moving down onto a ledge.

You can't. Besides, you'll need it there, in case you ever have to return to Cher Dallben.

Don't move off the sides or top of the walls.

Be sure you are squarely over a ledge before descending.

Watch the "natural" bridge. Do not touch the edge.

Typing "slow" may slow Taran down.

Sorry. It is tough at first. It will get easier with practice.

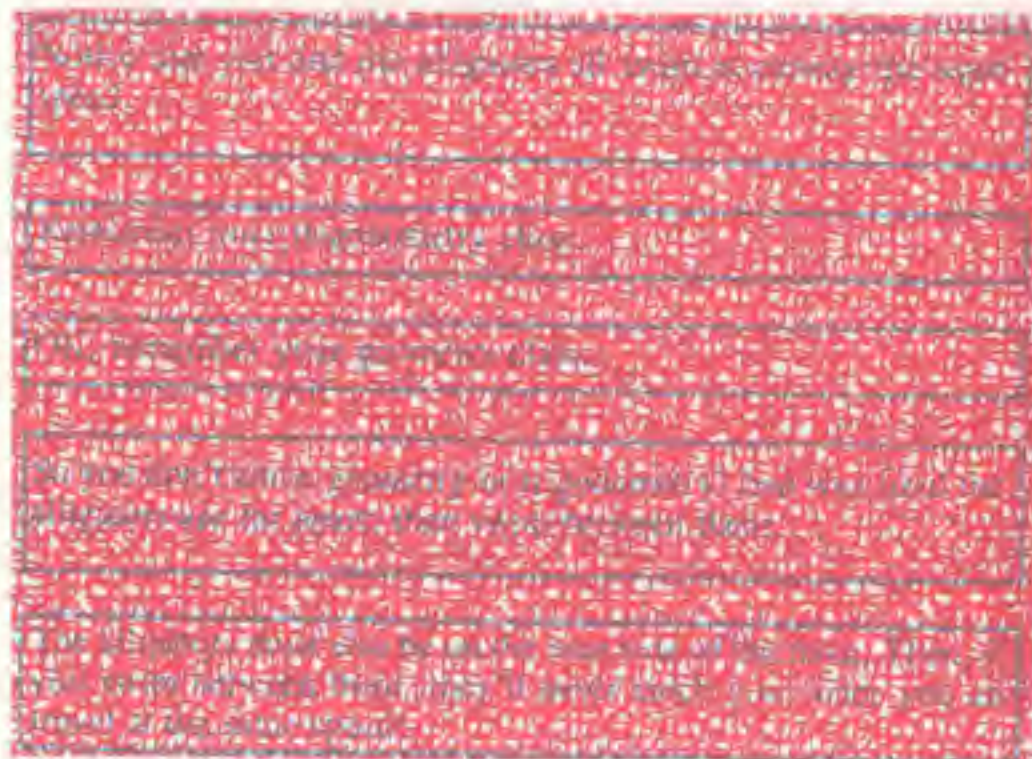
Make use of the diagonal movement keys. (See your reference card for the specific key on your computer.)

Typing "slow" may slow Taran down.

Two ways: across the moat by swimming through the alligators.
Or:

Go over the drawbridge.

How can I get across that moat?



Can I get across that drawbridge?



I can fly across the waterfall; now what?



I'm climbing the (castle) walls. But not too well!



Notice that you and the alligators all swim at exactly the same speed.

Remember your trigonometry class.

OK, remember your geometry class.

So you don't know geometry or trigonometry! Just wait until the alligators are far apart, then swim between them.

The alligators must also be on the near side of the moat. Then, if you swim between them, they'll never catch you, since you all travel at the same speed!

Yes.

Henchmen sometimes appear at the drawbridge, waiting to take supplies into the castle.

If you do happen to see a henchman here, move quickly to his wagon.

Jump into the wagon. He'll take you into the castle.

Once you're inside the castle, don't jump out too soon or he'll catch you.

If you jump out, it is possible to jump back into the wagon. Henchmen are not too bright; he'll probably be unable to figure out where you went!

Oh no, you can't!

If you fall, you can swim out (if you're lucky enough to avoid landing near an alligator).

Don't let the rocks hit you.

Inside the Horned King's Castle

On the Upper Floor

What are the tapestries for?

Is the staircase negotiable?

What can I do on the balcony of the Horned King's throne room?

I'm on the throne room balcony and can see Hen Wen – what do I do?

You must Do a jump to get onto the wall.

Don't touch the large, smooth stones in the wall. They're too slick to grasp.

I'm at the top of the wall, and don't know what to do.

Move to the upper-left corner and "Look."

Try cutting the vines.

Use the dagger you found in the trees by Caer Dallben.

You can hide behind them, if a henchman finds you.

Yes. Very carefully.

You can overlook the throne room without being seen.

Are you sure you want to read this?

Save her!

Hen Wen has "told everything" to the Horned King! Now what?

Hen Wen has "told everything" to the Horned King! Now what?

Hen Wen has "told everything" to the Horned King! Now what?

Creepers want to "try out the Cauldron." What do I do?

Creepers want to "try out the Cauldron." What do I do?

On the Ground Floor

I'm in the throne room. Where is everybody?

I'm in the throne room. Where is everybody?

How do I drink the wine from the casks?

How do I drink the wine from the casks?

How do I get out of the castle?

How do I get out of the castle?

Can I lower the drawbridge?

Can I lower the drawbridge?

Run to her and grab her before her vision is finished -- you'll break the spell -- then run like heck!

You must leap off the balcony first, of course.

Hen Wen can only hold out so long. Once her vision has started, or you've spent too long wandering around, she is forced to reveal the Cauldron's location.

The world is doomed. Better luck next time.

Find the Horned King's skeleton army.

They're below the dungeon.

In the southeast corner.

Try entering from the balcony upstairs; they may appear.

Are you kidding? This is a *family* adventure game! (I've always assumed those casks are filled with skim milk anyway.)

There are three ways: one is to jump off the parapet.

If you entered by scaling the wall by the moat, climb out where you came in.

Go over the drawbridge, if it is down.

Sure. Just cut the chain that holds it up.

After I free the gwythaint from his perch, what next?

After I free the gwythaint from his perch, what next?

I keep getting caught by the henchmen!

I keep getting caught by the henchmen!

I keep getting caught by the henchmen!

That cook reminds me of someone!

That cook reminds me of someone!

That cook reminds me of someone!

Dungeon

How do I get past the guard?

How do I get past the guard?

Help! I'm being held prisoner in the Horned King's dungeon!

Help! I'm being held prisoner in the Horned King's dungeon!

With your Magic Sword.

Call me and tell me how you did it.

Post no bills.

This space reserved for Infocom's graphics.

Notice that the henchmen travel exactly as fast as you.

You can avoid them by just walking away.

Henchmen aren't highly intelligent. Hide behind something. They'll think you vanished into thin air, give up and leave.

You can use your Magic Sword to stun them.

They're no problem while they're stunned. But, be careful when they awaken!

A certain game designer and programmer, of course.

You don't.

...unless you have the Magic Sword.

Look around.

Don't you ever watch any old gangster movies?



How do I get out of the dungeon?



What is the significance of Fflewder Fflamim?



What do I do with Fflewder's instrument?



Below the dungeon

How do I find the magic sword?



How could you attract attention to yourself?

Use the tin cup.

By the cell door.

Talk with the girl.

Follow Princess Eilonwy downstairs.

Walk into the open flagstone in the floor.

If the opening has closed, a Do will open it again.

You must get past the guard at the end of the dungeon.

Having a Magic Sword helps a lot!

He's a nice harp player.

Find someone who loves music.

Someone with wings.

No, not the gwythaint!

Give it to the King of the Fair Folk, King Eiddileg.

Keep your eye on Eilonwy's bauble.

Go to the northwest corner of the tunnels.

I've found the Horned King's Army of the Dead, but nothing happens.

I've found the Horned King's Army of the Dead, but nothing happens.

I've found the Horned King's Army of the Dead, but nothing happens.

How can I escape from these tunnels?

How can I escape from these tunnels?

Near the End of the Game

In the Horned King's Secret Chamber

I walk into the Secret Chamber and the Horned King is putting skeletons into the Cauldron. He sees me, and chases me out! This happens over and over again. What do I do now?

I walk into the Secret Chamber and the Horned King is putting skeletons into the Cauldron. He sees me, and chases me out! This happens over and over again. What do I do now?

I jump to the floor, but the Horned King always chases me away!

I jump to the floor, but the Horned King always chases me away!

Look through the hole in the back wall.

Move the stones, and enter the Burial Chamber.

The dead king is holding the ancient magic sword.

They remain lifeless until the Horned King activates the Black Cauldron at the end of the game. See "At the End of the Game" section.

Go to the center room of the south hallway.

Examine the gargoyle on the wall.

Turn the gargoyle.

Climb the ladder.

Look for another entrance you could use to sneak up on him.

It's in the dungeon outside Ffleddur's cell.

Go through the grate on the east wall.

Jump at the *end* of the walkway.

Do something that would frighten even the Horned King.

Since he is *so* evil, his inner self must surely be frightening!

Show him the Magic Mirror.

Dealing with the Witches

I feel like something is wrong. No matter what I try to offer the witches, they give me the same thing.

After "The End" of the game

CAUTION: Read these questions only if you have *literally* seen "The End" of The Black Cauldron. This is so potent we even made the questions invisible! Reading this page will surely spoil the game for you, if you read it before completing the game on your own.

Did you do this? Or did you do that?

Sample: What did you feed Hen Wen at the beginning of the game?

Did you make Gurgi your "Friend for Life?"

How did you make friends with Gurgi?

How did you get to the Land of the Fair Folk?

Patience is the key.

Don't Do or Use anything. Wait for them to make their best offer.

The gruel that was hanging in Dallben's fireplace.

The dried corn that was in the leanto behind Dallben's house.

(You can win the game either way, and each ending is different.)

I fed him the apple.

I fed him the cookies.

After getting Hen Wen to safety, I leaped from stone to stone in the lake until I reached the large rock in the center of the lake.

I lowered the large rock beside the waterfall by using the Magic Word.

What Magic Word? You receive the Magic Word from the Fairy watchman Gwystyl, when you get Hen Wen to the Hidden Cottage.

What did you give King Eiddleg in order to receive the Flying Dust?

I gave him the recipe for beer.

I gave him a golden crown.

How did you get to the witches?

I used the Flying Dust to fly into the sky and

to find the witches' house.

How did you enter the castle?

I gave the Flying Dust to the king, who told me that I could use it to fly into the castle and to find the king's secret passage.

I gave the Flying Dust to the king, who told me that I could use it to fly into the castle and to find the king's secret passage.

How did you enter the tunnels below the dungeon?

I gave the Flying Dust to the king, who told me that I could use it to fly into the castle and to find the king's secret passage.

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How did you get Hen Wen to safety?

I gave the Flying Dust to the king, who told me that I could use it to fly into the castle and to find the king's secret passage.

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The lute from the hole in the tree.

Fflewddur Fflamm's harp.

I used the magic flying dust from the Fair Folk.

I jumped from stone to stone.

I swam through the alligators in the moat, climbed the castle wall while avoiding the falling rocks and smooth stones, and used the dagger to cut away the vines covering the window. (Whew!)

I got a free ride by jumping into the wagon of the henchman waiting to cross the drawbridge.

I followed Princess Eilonwy through the hole in my cell floor.

I fell down the garbage chute behind the wine barrels.

I went through the trap door outside my cell door.

I took her to the Hidden Cottage.

I threw her off the parapet, over the moat.

She left with Eilonwy, going through the hole in the rear wall of the Good King's burial chamber.

She left alone, through the hole in the wall in the Good King's burial chamber.

How did you free Fflewder Fflam?

I tried to jump on his back.

I tried to make him stop by holding his tail.

I tried to scare him by making a noise.

Did you also try:

How did you free Fflewder Fflam?

I tried to make him stop by holding his tail.

I tried to scare him by making a noise.

How did you free Fflewder Fflam?

I tried to make him stop by holding his tail.

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I tried to make him stop by holding his tail.

I tried to scare him by making a noise.

I took her across the drawbridge, after cutting the chain with my Magic Sword.

I untied the knots in his ropes.

I used the dungeon keys to release the locks holding him.

I sliced his ropes with my Magic Sword.

using the lute as soon as you found it? Did you use it twice while still near that tree?

finishing the game without making Gurgi your "Friend for Life?"

feeding Gurgi anything other than the apple and cookies?

using the Flying Dust in Morva Marsh?

bumping into the cliff at the top of the rock pile? Did you bump your head on the top of the castle wall?

threatening the witches in Morva Marsh by swinging your Magic Sword before you spoke to them?

showing the Magic Mirror to everyone?

swinging the Magic Sword near Dallben?

jumping into the Black Cauldron as soon as the witches gave it to you?

jumping into the Black Cauldron after the Horned King had it bubbling?

Points

How and where earned

Number of points

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Location of all objects

Objects

Where found

Where used

The image shows a close-up of a red textured surface, which appears to be the cover of a book. The texture is a fine, repeating pattern of small, raised, diamond-shaped or woven-looking elements, giving it a tactile, fabric-like appearance. The color is a deep, slightly mottled red. There are no titles, logos, or other markings visible on this portion of the cover.

Feeding Hen Wen	5
Finding the Hidden Cottage	4
Getting Hen Wen to safety	20
Making Gurgi your "Friend for Life"	10
Entering the Land of the Fair Folk	13
Giving King Eiddileg a suitable gift	10
Crossing Morva Marsh	15
Discovering the route through the rock pile	5
Conquering the sheer rock face	5
Sealing the rock	6
Crossing the narrow bridges leading to the Horned King's castle	5
Entering the Horned King's castle	18
Discovering the area below the castle dungeon	6
Entering the area below the dungeon	10
Finding the Good King's Burial Chamber	10
Getting the Magic Sword	8
Taking the Magic Sword out of the castle	13
Rescuing Ffleuddur Fflam	9
Trading for the Black Cauldron	18
Jumping into the Black Cauldron in Morva Marsh	10
Jumping into the Cauldron during the Cauldron-Born sequence	25
Having Gurgi jump into the Cauldron to save your life	20
Showing the Magic Mirror to the Horned King	25
Waiting for the witches' final offer	15

Maximum possible score is 230.

Gruel	Dallben's fireplace	Hen Wen's pen
Dried corn	lean-to behind Dallben's house	Hen Wen's pen
Knapsack	Dallben's cupboard (beside the fireplace)	throughout game to hold your objects
Apple	Dallben's cupboard	anywhere; eat it yourself or give it to Gurgi
Bread	Dallben's cupboard	anywhere, whenever you get hungry
Water flask	Dallben's cupboard	fill it at any "potable" water
Water	any water except the castle moat	drink it anytime you get thirsty
Rope	given to you by Dallben, following Hen Wen's vision	sheer rock wall
Dagger	southeast of the rock maze	castle wall
Lute	in the hole in the tree, northwest of Dallben's house	give it to King Eiddileg of the Fair Folk
Cookies	in the Hidden Cottage cupboard	anywhere; eat them yourself or give to Gurgi
Keys	Horned King's dungeon	at any dungeon lock

Harp	Ffewddur Eflamur's cell (in the Horned King's dungeon)	give it to King Eddileg of the Fair Folk
Flying dust	given to you by King Eddileg	Murva Marsh
Tin cup	Horned King's dungeon	rattle on cell door to summon Elenwy
Magic Word	Hidden Cottage	lowers rock blocking Fair Folk cave
Magic Mirror	Fair Folk	use it throughout the game to reveal the inner self of the characters

Food wallet	under the footbridge (south of Hen Wen's pen)	anywhere; it solves your food problems forever, as it is always filled with food!
Book of Knowledge	witches at the end of the game	
Pot of gold	witches at the end of the game	
Warrior's shield	witches at the end of the game	
Invincible armor	witches at the end of the game	



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ADVENTURE WINDOW

*Place the red ADVENTURE WINDOW
over the red patterned areas in your hint
book to reveal the HIDDEN clues.*